

Roosevelt
REDEVELOPMENT AGENCY

06/30/2006
FISCAL YEAR END

CERTIFICATION OF BUDGET

ADOPTION OF BUDGET INFORMATION:

In compliance with *Utah Code* Section 17B-4-501, redevelopment agencies are required to prepare budgetary information in accordance with adopted procedures.

I, the undersigned, certify that the attached budget document is a true and correct copy of the budget of Roosevelt Redevelopment Agency for the fiscal year ending June 30, 2006, as approved and adopted by resolution dated June 7, 2005. A public hearing, which met the requirements of the *Utah Code* Section (indicate which):

☒ 17B-4-501, (applicable to entities who are adopting a budget prior to beginning of the fiscal year)

☐ 59-2-918 and 919, (applicable to entities who have budgeted a tax rate increase)

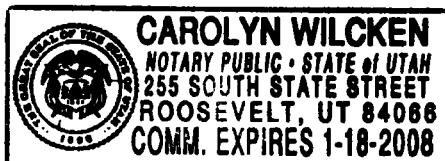
was held on June 7, 2005.

Signed: [Signature]
Budget Officer or Agency Director

Subscribed and sworn to this 30th

day of June, 2005.

[Signature]
(Notary Public)



ROOSEVELT CITY CORPORATION

Governmental Unit

For the Budget Year July 1, 2005 Through June 30, 2006

Fiscal Year

SPECIAL REVENUE FUND - REDEVELOPMENT AGENCY

Account Number	Description	-----Prior Years Actual-----			Current Year Estimate	Ensuing Year Approved Budget Appropriation
		6/02	6/03	6/04	6/05	6/06
REVENUES:						
3910	Property Tax Increment	20,000	15,134	20,000	35,000	35,000
3920	Interest Earnings	886	443	986	500	500
3930	Sales of Property	0	0	0	0	0
OTHER SOURCES:						
3990	Usage of Beginning Fnd Balance	0	0	15,395	0	0
TOTAL REVENUES & OTHER SOURCES		20,886	15,577	36,381	35,500	35,500
EXPENDITURES:						
4010	Administrative Expenses	11,490	8,350	11,247	5,500	14,800
4020	Purchase of Properties	0	0	25,134	100,000	15,000
4021	Interest on Birds Nest Advance	842	304	0	0	2,700
4030	Improvements to Properties	1,297	1,511	0	5,000	3,000
OTHER USES:						
4080	Transfer to Debt Service Fund	0	0	0	0	0
4082	Transfer to Other Funds	0	0	0	0	0
4090	S28-4090	7,257	5,412	0 (75,000)	0
TOTAL EXPENDITURES & OTHER USES		20,886	15,577	36,381	35,500	35,500